

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - 5 a group of selections, each selection associated with a symbol from a range of a plurality of symbols;
an independent generation device associated with each selection group, the random generation devices each generating one of the symbols of the associated selection group upon activation;
 - 10 at least one pick of the selections;
a number of generations by each of the generation devices, wherein the number is at least one;
a first award provided to the player based on the symbols associated with the selections which are generated by the associated
15 generation devices within the number of generations; and
a second award provided to the player based on how many of the symbols associated with selections picked are generated by the associated generation devices within the amount of generations.
- 20 2. The gaming device of Claim 1, wherein the first award is provided contingent upon a threshold percentage of the symbols associated with the selections being generated by the associated generation devices within the amount of generations.
- 25 3. The gaming device of Claim 1, wherein the first award is provided contingent upon each of the symbols associated with the solutions being generated by the associated generation devices within the amount of generations.
- 30 4. The gaming device of Claim 1, wherein the second award is a combination of values provided in connection with each of the symbols associated with selections picked by the player that are also generated by the device.

5. The gaming device of Claim 1, wherein the second award includes an outcome from at least one bonus game played after one of the symbols associated with selections picked by the player is also generated by the device.

6. The gaming device of Claim 5, wherein the bonus game includes a mechanical device that generates the outcome.

7. The gaming device of Claim 6, wherein the mechanical device is selected from the group consisting of: a spinning reel, a spinning wheel, a translating indicator, a rotating indicator and any combination thereof.

8. The gaming device of Claim 1, wherein the second award is generated via a mechanical display device.

9. The gaming device of Claim 1, which includes a plurality of groups of selections, each selection associated with a symbol from the range, wherein each generation device is associated with one of the selections of each of the groups, and wherein the first award is based on how many symbols associated with the selections of each of the groups are generated by the associated generation devices within the amount of generations.

10. The gaming device of Claim 9, wherein the first award is provided contingent upon a threshold percentage of the symbols associated with the selections of one of the groups being generated by the associated generation devices within the amount of generations.

11. The gaming device of Claim 9, wherein the first award is provided contingent upon each of the symbols associated with the selections of one of the groups being generated by the associated generation devices within the amount of generations.

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12. The gaming device of Claim 9, wherein the groups are displayed as rows of masked selections and the generation devices are each displayed adjacent to a column of selections from each of the groups.

10 13. The gaming device of Claim 1, wherein the generation devices each generate and display one of the symbols from the range.

14. The gaming device of Claim 1, which is played via a data network.

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15. The gaming device of Claim 14, wherein the data network includes an internet.

16. The gaming device of Claim 1, wherein the symbols are
20 numbers.

17. The gaming device of claim 1, wherein the symbols are masked initially.

25 18. The gaming device of Claim 1, which includes additional generations available to be generated by the generation devices.

19. A gaming device comprising:
a first display device displaying a group of selections, each selection associated with a symbol from a range of a plurality of symbols, and
5 an independent generation device associated with each selection of the group, each device generating one of the symbols of the associated selection group upon activation,
at least one pick of the selections;
a first award provided to a player based on the symbols
10 associated with the selections generated by the associated generation devices; and
a second award provided to the player based on how many of the symbols associated with selections picked are generated by the associated generation devices, wherein the second award is generated
15 by a second display device.

20. The gaming device of Claim 19, wherein the first award is provided contingent upon a threshold percentage of the symbols associated with the selections being generated by the associated
20 generation devices within the amount of generations.

21. The gaming device of Claim 19, wherein the first award is provided contingent upon each of the symbols associated with the solutions being generated by the associated generation devices within
25 the amount of generations.

22. The gaming device of Claim 19, wherein the second award is a combination of values generated by the second display device, the values provided in connection with each of the symbols picked by the
30 player that are also generated by the device.

23. The gaming device of Claim 19, wherein the second display device operates a bonus game to produce the second award.

24. The gaming device of Claim 19, wherein the second display device is selected from the group consisting of a spinning wheel, a spinning reel, a translation indicator, a rotating indicator and any combination thereof.
25. The gaming device of Claim 19, which includes a plurality of groups of selections, each selection associated with a symbol from the range, wherein each random generation device is associated with one of the selections of each of the groups, and wherein the first award is based on how many symbols associated with the selections of each of the groups are generated by the associated generation devices within the amount of generations.
26. The gaming device of Claim 19, wherein the first display device includes a video monitor coupled operably with a touch screen.
27. The gaming device of Claim 19, which is played via a data network.
28. The gaming device of Claim 27, wherein the data network includes an internet.
29. The gaming device of Claim 19, wherein the symbols are numbers.
30. The gaming device of Claim 19, wherein the symbols are masked initially.
31. The gaming device of Claim 19, an additional award adapted to be provided to the player if at least one designated combination of symbols is generated by a plurality of the generation devices.

32. The gaming device of Claim 31, wherein said designated combination of symbols must occur in a row of symbols or a column of symbols.
- 5 33. A method of operating a gaming device having a game payable upon a wager, said method comprising:
- (a) displaying a first group of symbols from a set of a plurality of symbols;
 - (b) enabling a player to pick at least one of the symbols;
 - 10 (c) generating randomly a second group of the symbols from the set on a plurality of independent generation devices, each generating one of said symbols;
 - (d) providing the player a first award based on the symbols from the first group which are randomly generated in the
 - 15 (e) providing the player a first award based on how many player picked symbols groups are generated in the second group.
- 20 34. The method of Claim 33, wherein awarding the player based on the symbols from the first group generated in the second group includes awarding the player if a threshold percentage of the masked symbols are generated in the second group.
- 25 35. The method of Claim 33, which includes dividing the first group of symbols into a plurality of sub-groups and awarding the player if each of the symbols of one of the sub-groups is generated.
- 30 36. The method of Claim 33, wherein step (c) is repeated at least one time before steps (d) and (e).

37. The method of Claim 33, wherein awarding the player based on how many player-picked symbols from the first group are randomly generated in the second group includes generating an award for each match of the symbols.

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38. The method of Claim 33, wherein awarding the player based on player-picked symbols from the first group generated in the second group includes using a mechanical display to generate the award.

10 39. The method of Claim 33, wherein steps (a) to (e) are provided via a data network or a computer storage device.

40. The method of Claim 39, wherein the data network includes an internet.

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41. A method of operating a gaming device having a game operable upon a wager, said method comprising:

- 20 (a) enabling play of an item matching game as a first bonus game of a base game, wherein an objective is to randomly match as many of the items as possible;
- (b) enabling the player to pick certain of the items prior to a matching sequence of the matching game;
- (c) enabling the player to play a number of second bonus game based on how many of the player picked items are
25 matched in the matching sequence, wherein the matching sequences includes a plurality of independent generation devices each generating one of the items; and
- (d) providing an award to the player based on each of the outcomes of the first and second bonus games.

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42. The method of Claim 41, which includes structuring the item matching game to include a plurality of reels, each associated with a dedicated group of the items, wherein the reels can generate and match designated items of the group.

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43. The method of Claim 41, which includes structuring the second bonus game to include an electromechanical apparatus.

44. The method of Claim 41, which includes providing a number of
10 plays in the second bonus game based on how many of the player
picked items are matched in the matching sequence.